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GENESIS



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WIZZY'S

QUEST FOR THE
OLYMPIC RINGS



INSTRUCTION MANUAL

ILLUSTRATED BY SEGA ENTERPRISES, LTD. FOR
PLAY ON THE SEGA™ GENESIS™ SYSTEM.

HOW TO ADULT IT



EPILEPSY WARNING

Warning: Read Before Using your Sega Video Game System

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns of flashing lights. Exposure to certain patterns or backgrounds on a television screen while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitching, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.

Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.



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IZZY and the WORLD OF THE TORCH

The ancient Greeks ignited the first Olympic torch hundreds of years ago. Through the years and with each passing Olympiad, the Flame has grown brighter and stronger thanks to the caretakers who live in the Torch World, a magical universe within the Torch's fiery light.

But now, an evil force threatens to destroy the citizens of the Torch World and the Olympic Games!



"You've got to help me! The Eternal Flame is missing! Everything is ruined! Without the flame, the Atlanta Summer Olympic Games will never happen and yours truly will disappear in a cloud of smoke."

"We have to light the Flame pronto! There is just one little problem... the Flame can only be re-lit in your world, the human world. Which really burns me up, if you know what I mean! Anyway, I can only open the Reality Vortex to travel to Atlanta if I can FIND the FIVE OLYMPIC RINGS."

"These Rings are in some really nasty places... not like your old gym clothes or that sandwich you've been hiding in your school locker!"

"I'm talking dangerous caverns filled with awesome volcanoes and gobs of molten lava! And to make things worse, we'll have to battle a horde of gruesome ring-guarding monsters like fiery Hot-Heads, Razor-Sharp Pricklers and Kamikaze Swoopers!"

"Yof! You kids out there! Are you up to this?!! Then let's jam! We've got a million of these ring monsters to defeat! And once we collect the Five Rings and open the Reality Vortex, it's a piece of cake to light the Atlanta Torch. We'll be big-time heroes and you'll have a front row seat to see me strut my stuff!"

"So let's go for the Gold and Let the Games Begin!"



SETTING UP

1. Set up your Sega™ Game System by following the steps in the Genesis manual.
2. Make sure the power switch is turned OFF.
3. Fit the IZZY's QUEST FOR THE OLYMPIC RINGS game cartridge into the cartridge slot. Press it down FIRMLY.
4. Turn the power switch ON. The SEGA™ and U.S. Gold logos will appear, followed by the Title screen.
5. Watch the demo that follows to get tips and examples on how to play.
6. Press Start to return to the Title screen and again to bring up the Start/Options screen.
7. Press Start for a quick lesson. Then the game begins.



Important

Always turn the power switch OFF before inserting or removing the game cartridge.

IZZY OPTIONS

- At the Start/Options screen, press the D-Pad Right to highlight Options and press Start to open the Options menu.
- Press the D-Pad Up/Down to select a category.
- Press Button A, B or C to select the option you want.
- When you have made your selections, highlight Exit and press Start to return to the Title screen.

Controller	Set your Spin Jump and Hurdle Buttons.
Difficulty	Select Normal, Difficult or Practice.
Sound FX	Turn On/Off.
Music	Turn On/Off.
Sound Test	Preview some of the IZZY game sounds.
IZZY Test	Check out some of IZZY's moves.





IZZY'S GOLD MEDAL MOVES



Walk	D-Pad Left/Right
Run	Hold down D-Pad Left/Right
Spin Jump Attack	Button A or B
Hurdle Jump	Button C
Look Up/Down	Hold D-Pad Up/Down
Climb Ropes and Vines	D-Pad Up/Down
Flying Morphed IZZY	D-Pad any direction
Morphed IZZY Attacks	Button A, B or C
Pause	Start

Note: You can change some of the button controls in the Options screen.

Directional Button (D-Pad)



RULES OF THE QUEST

To escape from the Torch World through the Vortex, IZZY must find all five Olympic Rings hidden in the lands of the Torch. One ring is stashed in the Torch World's Greek Village. Another is in the Lava Dome. A third ring is close to the Vortex. Two other rings can only be found by playing the Elder Challenges. Then IZZY has to blaze out of the Torch World into the human world to light the Flame.

But Whoa! Escape from the Torch World is no easy task. The realm of the Torch is loaded with crabby creatures, molten meannies and dirty birds bent on stopping IZZY. These are tough enemies that IZZY must defeat with Spin Jumps and Morph Attacks. Three Medallions protect IZZY's health in battle. When IZZY takes a damage, he loses the Medallions and his face gets pushed out of shape in the Status Screen. Now he has to find three more to repair his health pronto. If IZZY takes a hit and doesn't have Medallions, he is defeated. IZZY scores points along the way for dispersing monsters, collecting Medallions and pulling off great athletic moves.



1. Overall Score
2. IZZY Status
3. Medallions
4. Bonus Score
5. Medal Meter
6. Lives Remaining

Medallions

Gold, Silver and Bronze Medallions are scattered throughout the game. Collect these to repair damage to IZZY and score points. Grab a Medallion by running by it or jumping into it. Follow the Medallion trail to progress through the game.



Mystic Judges and Style Zones

Olympic Style Zones appear throughout the game. When IZZY pulls off an Olympic quality move in these zones, one or more judges will pop up to applaud and award points.



Time

The Judges may award a Gold, Silver or Bronze Medal based on pre-set times for each medal. IZZY has to beat those times to receive a medal. Watch the Medal Meter at the top of the screen. It changes from Gold to Silver to Bronze as IZZY takes more time to complete a level. If IZZY takes too long, the medal disappears and he loses his chance for an award. A medal award multiplies the Bonus Point score and allows IZZY to try an Elder Challenge. Hustle your IZZY for big points! (See the Elder Challenge section.)



Lives

IZZY begins the game with three Lives in Normal Mode and two Lives in Difficult Mode. When IZZY uses up all his lives, he's stunned unless he has a Continue. IZZY can earn more Lives and Continues during the game. (See the Continues section.)

Restart

Run by Restart Statues and light the torch to mark IZZY's progress through a level. Then if IZZY is deleted and has another Life, he restarts the level at the last lighted Restart Statue.

POWER-UPS

Look for these power-ups that help IZZY keep in top athletic form, defend himself or travel the Torch World.



Eggs and Magic Vases — These are hidden every where, even in thin air. They contain power-ups and treasures. Look Out! Sometimes they contain nasty surprises.



Extra Life Heart — Grab these for an Extra Life.



Protecto Bubble — Take direct monster hits with no health loss, the Protecto Bubble is good for 10 seconds only.



Rocket Fuel/Javelin Boost — Grab these to keep flying when IZZY is Rocket or Javelin morphed.



Gold Stars — Find the rotating Gold Stars and IZZY gets a continue.



Lightning Bolt — Jump into the lightning bolts to clear the area of monsters.



Medallion Doubler — Find this pulsating blue gem and double the scores of the Medallions you pick up. Medallions will flash while this feature is active.



IZZY: THE MASTER OF MORPH



When the going gets tough, IZZY gets tougher by morphing. When IZZY Morphs he can fly as a Rocket, a Javelin or a Hang Glider. His Hammer Helicopter can send him floating over trouble. He

can turn into an archer or swashbuckling fighter in a blink. It's "Better up!" when IZZY turns into a baseball player and delivers a wicked whack to any Torchland terror.



When you see a Morph Star, jump or walk into it for an instant IZZY Morph! Sometimes, just when you need it, a Morph Star will pop out of an Egg. IZZY's Morph attack replaces his normal attack.

- Press Button A, B or C to use IZZY's Morph attack.
- If IZZY turns into one of his flying Morphs, steer him with the D-Pad.
- IZZY Rocket, press Button A, B, C or Up on D-Pad to speed him up.
- IZZY Skateboard, press Button A, B or C to jump, duck by pressing down on the D-Pad.
- IZZY Archery, press Button A, B or C to launch arrows, aim with the D-Pad.

IZZY will change back to normal by touching an UnMorph Flag.

1. UnMorph Flag
2. Glider Morph
3. Javelin Morph



4. Baseball Morph
5. Fencing Morph
6. Archer Morph



7. Skateboard Morph
8. Rocket Morph
9. Hammer Morph





THE ELDER CHALLENGE

When IZZY completes a level with qualifying speed, it's time for the Elder Challenge. Two of the Olympic Rings can only be found in the Elder Challenge. If IZZY completes one of these tough bonus levels, he earns points toward the Overall Score and collects a needed ring. If IZZY loses, he moves to the next level of the game with no points added. There is no life penalty during a challenge; if you fail, you will not lose a life.

SCORING

Check out some of the ways IZZY can score big in this athletic event of a Torch World lifetime. IZZY earns a Bonus Score and an Overall Score.

Bonus Score

Bonus Scores add up to a total of 995 points for each level. Then those points begin ringing up in the Overall Score total. Complete the level and the Bonus Score is multiplied according to the Medal received, if any. That score is then added to the Overall Score.

Bonus Score items are:

Star Clusters	25 pts. / 1 cont.
Bonus Torches	50 pts.
Lighting Restarts	50 pts.
Multi-Judge Score	250 pts.
Single Judge Score	100 pts.
Extra Life Hearts	25 pts.

The Medal multiplier numbers are:

	NORMAL	DIFFICULT
Gold	5X	6X
Silver	4X	5X
Bronze	3X	4X

Overall Score

Medals and monster attacks add up in the Overall Score.

Medallions and Diamonds — Most Medallions and Diamonds are in plain sight, but some are hidden in eggs or behind objects.

Points are:

Gold	50 points
Silver	25 points
Bronze	10 points
Diamonds	5 points

Monster Attacks

IZZY scores 25 points for every bad guy he defeats. Nail two in one hop and the second one is worth 50 points. Knock off three in one hop and the third one is worth 100 points.





THE LEVELS

Three of the Olympic Rings are stashed in these lands. Remember, the other two can only be found in the Elder Challenges.

Find the Onyx Ring in the Greek Village

IZZY explores three levels of an ancient village in search of the first Ring. The Vines here are helpful but can be very sharp. Look for Eggs everywhere.



Search out the Emerald Ring in the Lava Dome

IZZY dives deep into three levels of molten volcanic peril in Lava dome. Bubbling magma is here.

Don't stand in one place too long.

The Amber Ring Quest



Search out the Amber Ring and begin the trek up to the Vortex and Atlantis. Dangerous crystal spikes will block the way. Get the Swoops before

they get you. You're almost there!

The Vortex Trek

You've done it! IZZY has all five Olympic Rings... LET THE GAMES BEGIN!

When IZZY loses all his lives, the game is over. If IZZY has any Continues stored up, the Rematch Screen will appear. Re-enter the game at the Last level attained by pointing IZZY in the direction of the word YES and pressing Button A, B or C.



CREDITS

Manual by

Neil & Carol Ann Harshaw

Produced for U.S. Gold by

Brian Schorr

Produced for Alexandria by

Neil Balthaser

Alexandria Associate Producer

Matt Powers

Game Play Designed by

Bill Anderson

Art Director

Phillip Trumbo

Concept Design by

Paul O'Connor

Music and Sound by

Orca Games

Engineering

Matt Powers

Todd Johnson

Artists

Gerilyn Wilhelm

Jeff Sturgeon

Anne Pickard

Jean Nelson

Athanasios Vakalis

Rich Neves

Scott Rogers

Kristine Trumbo

Phillip Trumbo

Morph Masters/Quality Assurance

Brian Schorr

Frank Horn

Tom Marx

Mike Schmitt

Dan Wong

Wallace Lee

U.S. Gold Marketing

Frank Alsaga Jr.

Elizabeth Lawrence

Kelly Landler

Joseph Olin

Storyline Written by

John Morgan

Special Thanks to

Craig Ewert

Russ Stireman

Julie Schorr

Film Roman

Robert Botch

U.S. Gold Staff Worldwide



SCORES/NOTES

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U.S. Gold, Inc.
San Francisco, CA 94111
(415) 693-0297

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